Bus/CIT 2011-12
CIT - Web Game Programming Course

Summary:

Develop a new course in Game Programming using ActionScript and HTML 5

Description

ebe fastest growing segment of the Game Development industry, both nationally and in Eugene, is creating games for Facebook and similar platforms. This requires the knowledge of ActionScript and HTML 5. We have been asked by our advisory committee and students to create such a course that can be taken by students in the Computer Simulation and Game Development Program as well as local industry members seeking to upgrade their skills. This initiate would provide the resources to create such a course.

Questions and Answers

How is the initiative linked to the Unit Plans most recently submitted?

1. **How does it continue the achievement of those goals?**
2. **If this is a continuation of an initiative started last year, make sure that relationship is clear.**

How is this initiative linked to the efficiencies and productivities plans you had last year?

1. **How does it continue the achievement of these plans?**
2. **If this is a continuation of an efficiency or productivity plan started last year, make sure that relationship is clear.**

This is a continuation of the development of the Computer Simulation and Game Development Program and the CIT goal of providing increased employment opportunities for our students.

This course would continue the CIT tradition of having low cost, high FTE courses.

As with all new CIT courses, this course would be designed in an on-line or hybrid model that would provide access to students who may not be able to attend traditional courses.

Describe the resources needed:

Curriculum development funding to develop one new course and also develop online resources for the course.

100 hours of curriculum development

Request: Carl Perkins (CD) 100 hours

Request: Curriculum Development 100 hours

What specific measurable program outcomes do you expect to achieve with this initiative? The outcomes should be specific enough to be measurable. Also, outline the method that will be used to determine the results.

The primary outcome will be the availability of a new course that would provide both current students and community members with the opportunity to enhance their knowledge in an area where there is increasing demand for employment.

This initiative will result in:

* Increased enrollment with additional gains predicted in subsequent years with the continued development and maturing of online instruction.

* Increase efficiencies by not having to operate within room capacity and scheduling limits.

The data needed to track this growth is directly available in current instructional enrollment reports.

Department Priority:

16

Unit Resources:

This initiative can be fully supported with existing departmental computers, software, staffing and broad faculty participation with the faculty who are funded to do this development. Course materials developed with these resources are shared with other faculty in the department who teach the courses, resulting in efficiencies of funding and faculty time.

Funding Request: Carl Perkins

Is this a Career & Technical Education program approved by the state and offered through Lane for credit?

Yes

If not a Career & Technical Education program, does your request provide considerable support for students enrolled in these programs?

No

Do you have an advisory committee that meets 2-3 times per year?

Yes

If request is for personnel, will funds be used to replace an existing position?

How will funding this initiative increase or sustain the academic achievement and technical skills attainment (GPA of 2.0 or better) of Career and Technical Education students?

This will add the opportunity to learn critical new skills.

How will funding this initiative increase or sustain the number of CTE students that graduate or receive a one year certificate from Lane and help prepare the students for employment?

This will improve cooperative and employment opportunities for students.

EQUIPMENT $

COMPUTER HARDWARE $

COMPUTER SOFTWARE $

MATERIALS & SUPPLIES $

CURRICULUM DEVELOPMENT (Hours)

340

PART-TIME FACULTY $

TIMESHEET STAFF $

TRAVEL $

Can this initiative be partially funded?

Yes

EQUIPMENT $

(E) Explanation of effect of partial funding:

COMPUTER HARDWARE $

(CH) Explanation of effect of partial funding:

COMPUTER SOFTWARE $

(CS) Explanation of effect of partial funding:

MATERIALS & SUPPLIES $

(MS) Explanation of effect of partial funding:

CURRICULUM DEVELOPMENT (HOURS)

(CD) Explanation of effect of partial funding:

The amount of funding received will impact the number of courses (thus programs) that could be developed online.

PART-TIME FACULTY $

(PF) Explanation of effect of partial funding:

TIMESHEET STAFF $

(TS) Explanation of effect of partial funding:

TRAVEL $

(T) Explanation of effect of partial funding:

Funding Request: Curriculum Development

1. List the following information

- **Course Numbers (titles if not currently offered)**
- **Instructor Name(s) who will work on the curriculum development**
- **Whether each of the courses is in, or has been through, the curriculum approval process**

Web Game Programming – Jim Bailey – Not yet approved

2. List each course number (or title) and the materials to be created for each class

- **Instructional goals, objectives, syllabi and outlines**
- **Lab instruction packets**
- **Practice, quiz, presentation &/or demonstration materials**
- **Other (specify)**

Web Game Programming

* Instructional goals, objectives, syllabi and outlines

* Practice, quiz, presentation &/or demonstration materials

* Online Moodle site

* Homework assignments, tests

3. List each course number (or title) and give your timeline for beginning and completing each course curriculum development.

Web Game Programming – Summer/Fall2011

4. What are up to 3 departmental instructional goals that are met through the development of curriculum in each class?

Developing this course meets the instructional goals of:

* improving success and completion rates

* managing scheduling and room capacity challenges

5. List each course number (or title) and give the value of the development of curriculum in each course to other faculty members.

Web Game Programming

The development of these materials gives value to other faculty members in two ways in general: specific course materials become available for use in new ways to support other classes. Course materials developed with these resources are shared with other faculty in the department who teach the courses, resulting in efficiencies of funding and faculty time.

6. List each course number (or title) and say how many students will be served by the development of curriculum in each class.

Web Game Programming – Approximately 40-50 Annually

7. List each course number (or title) and give the specific benefits to students that you expect from the development of curriculum in each class.

Web Game Programming

Knowledge and skills in programming using ActionScript and HTML 5, resulting in improved employment opportunities.

8. List each course number (or title) and give the specific benefits for diversity that you expect from the development of curriculum in each class.

Web Game Programming

This course will be developed in a hybrid or on-line format that will enable it to be taken by students that could not attend a traditional course.

9. List each course number (or title) and give the specific benefits to sustainability that you expect from the development of curriculum in each class.

Web Game Programming

Recent changes in the Computer Simulation and Game Development Program have created the opportunity for students to take additional elective courses. This course would fill that need as well as improving the preparation of the students. It is expected that this course would fill each offered section and thus provide a high student to teacher ratio.

10. List each course number (or title) and give the specific effects on distributed learning that you expect from the development of curriculum in each class.

Web Game Programming

This course will be developed in a hybrid or on-line format that will directly enable distributed learning.

Hours requested for Curriculum Development funding:

   Please enter the amount of one of the following:
- **100 hours maximum for new development.**
- **70 hours maximum for course revision**
- **50 hours for 3-4 credit conversion**
- **other (use if multiple courses addressed in one initiative**

Do not enter any characters other than numbers and a decimal.

How many hours are you requesting? If there are multiple courses addressed in the initiative, please list each course number (or title) and give the number of hours requested for each course.

100

Can this initiative be partially funded?

No

Partially funded curriculum development HOURS requested:

Explanation of effect of partial funding:

Funding Request: Technology Fee